

Software

Proficient with Zbrush, Modo, Maya, Substance Painter, Marvelous Designer, Photoshop, Unreal 4 & 5, Unity

Skills

- AAA and indie character art team management including scheduling, technical and artistic character direction, and multidisciplinary team coordination
- Organic and hard surface modeling and sculpting
- High-poly and low-poly modeling and optimization
- Procedural and hand-painted texture creation
- Node-based shader and post process creation, including both stylized and PBR shading techniques
- Import/export for various game engines (Unreal, Unity, proprietary in-house tools)
- Asset management and source control (Perforce, Plastic SCM, Shotgun, Sourcetree)
- Player customization systems standards design including MMOs, multiplayer shooters, and AR mobile apps

Experience

HIDDEN PATH ENTERTAINMENT - 2022-PRESENT

Character Customization Lead - Unannounced Title

Responsibilities:

- Develop and document playable character customization and NPC construction specifications for a massive single-player action RPG in the Dungeons & Dragons franchise
- Assist character technical direction, character art, and other departments in editing and customizing new and existing characters from preproduction all the way through to full production
- Work closely with character TDs and artists to develop methods for creating variety in body types, costume pieces, and facial customization
- Develop and maintain standards for character art, especially in creating items that can be used across an incredibly diverse array of body types
- Edit skinning, materials, costume and hair pieces, and Unreal 5 cloth sim for modular and fully bespoke characters
- Use MetaHuman and in-house rigging tools for customized project-specific character pipeline on a wide variety of heads, bodies, and accessories

WONDERSTORM - 2021-2022

Lead Character Artist - Project Arcanum

Responsibilities:

- Create game-ready assets based on characters from the Dragon Prince show on Netflix
- Create new characters specifically for the Dragon Prince game by using and expanding upon the style and visual direction of the show
- Advise the concept, gameplay design, and other departments on needs for customizable character creation, character skin lines, and boss character design and implementation
- Create and implement stylized character shaders in Unreal Engine 4, working closely with various teams to ensure gameplay viability while maintaining the art direction of the Dragon Prince show
- Work with tech art to design solutions for technical and artistic problems with converting TV show assets for game-ready presentation
- Provide feedback, advice, and management for outsourced assets, and ensure outsourced assets fit tight technical specifications

- Develop and maintain extensive documentation, and create a workflow to streamline character creation and implementation using tight constraints
- Work with art directors and stakeholders to ensure game design needs align with story and presentation goals present in the Dragon Prince show
- Manage character artists and outsourcing reviewers while maintaining and continually improving the character creation and implementation process

MAGNOPUS - 2019-2021

Lead Character Artist – Expo Dubai Xplorer

Responsibilities:

- Lead the company's first dedicated character team in producing artwork for internally developed apps and games for external clients
- Work tightly with engineering, rigging, and technical animation teams to create an extremely robust character creation system that works across multiple platforms
- Develop art style and technical pipelines for character art appropriate for multi-platform use
- Build character and clothing base meshes for use by all on-site, remote, and outsourced character assets
- Review, provide feedback on, and implement outsourced assets in Unity
- Build shaders and work with tech art team to implement high-performance shaders on mobile hardware and VR systems
- Manage Jira, Confluence, and Shotgun tasks for myself and the character team while working directly with project management team
- Work with animation and rigging team to develop tight guidelines for character topology, UVs, and blendshapes

INSOMNIAC GAMES - 2015-2019

Character Artist – Marvel's Spider-Man

Lead Character Artist – Ratchet and Clank: Rift Apart

FACEPUNCH STUDIOS - 2014-2015 [FULLTIME OFFSITE]

Character Artist – Rust, Deuce

INSOMNIAC GAMES - 2014 [FREELANCE]

Freelance 3D Character Artist – Ratchet and Clank

CRYPTIC STUDIOS - 2012-2013

Associate Character Artist – Champions Online, Neverwinter

S2 GAMES - 2011-2012

3D Artist – Heroes of Newerth, Strife